

Simon Carlsson

Technical Game Designer



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WORK EXPERIENCE

Café Worker

Hemgårdens youth center

10/2013 – 09/2014

EDUCATION

Level Design

The Game Assembly

08/2017 – Present

Game Development - sound design

Skövde University

08/2016 – 01/2017

Music Production (2)

Växjö University

01/2016 – 06/2016

Music Production (1)

Växjö University

01/2015 – 06/2015

SKILLS

Game design & Technical design



Visual Scripting



Level Design



Unreal Engine



Material editor in Unreal Engine



Music & Sound design



Unity



Autodesk Maya



PERSONAL PROJECTS

Neonslasher

- Procedurally generated 2.5D platform-shooter

King Game Jam - Mobile Gaming (01/2019 – 01/2019)

- Weekend game jam.
- Contribution: Music and sound design.

EXPERIENCES

Best music: Arabic game jam (2013)

Chairman of music association (10/2013 – 02/2014)

LANGUAGES

English



Swedish



INTERESTS

Bonsai

Music Production

Plants